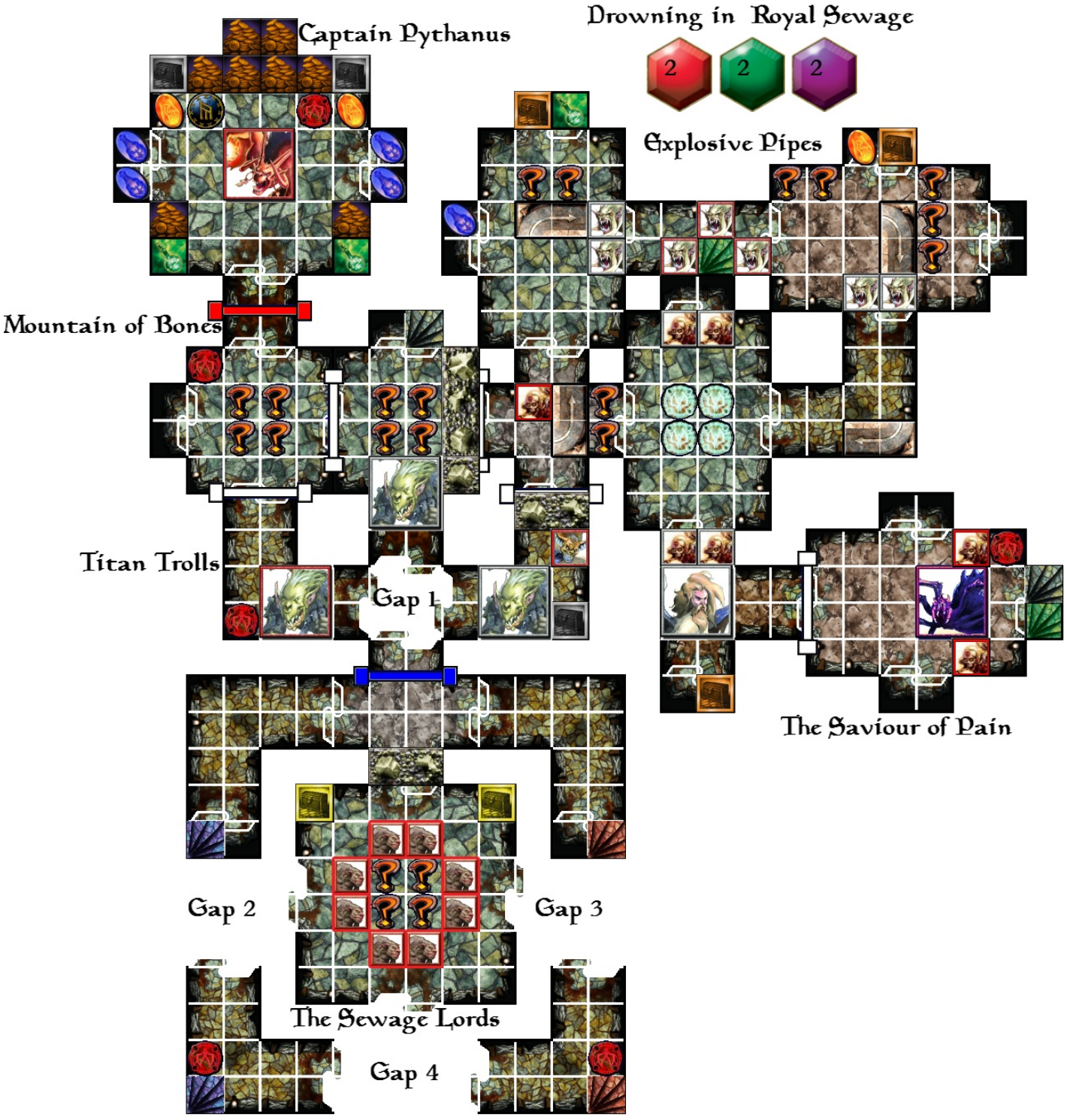

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Drowning in Royal Sewage

By Elliots Last Gasp

Scenario Background

As Guards stormed towards the Heroes from every side Mad Hat Sting went to ground and opened up a drain and dived down into the sewage as the guards got closer and closer the Heroes realised they were just going to have to smell bad for tonight. After a while of travelling in the dark underground instead of a better word, number two system Mad Hat Sting spoke ", Well at least now we are here we can search out the rumours of demons underneath the city, Yes lets find another Ruby I don't believe that Astarel keeps it on her." They came to a junction were the path split off in two ways Sting took one way and the Heroes took the other when suddenly the Heroes torch went out and all that they could see were two gleaming yellow eyes.

Mission Goals

The Heroes must travel through the underground sewage system to find demons to give them some kind of a clue to were Astarel keeps her Ruby.

Important: The Heroes start with 9 Conquest Tokens.

Templates:
Gap 1: Is a junction peice from Tomb of Ice it's a mystery to what it is (Look at the map)!
Gap 2 and 3: These are both sharp corner peices from Tomb of Ice
Gap 4: This template is a new T junction peice from Tomb of Ice.

Chests:
Copper 1: 1 Treasure, 100 coins and a Conquest Token
Copper 2: 1 Treasure, 125 coins and a Curse
Copper 3: 1 Treasure, 109 coins to the nearest hundred and finally a Conquest Token
Silver 1: 1 Treasure, 200 coins, 2 Conquest Tokens and a Curse
Silver 2: 1 Treasure, 175 coins, 2 Conquest Tokens and a Curse of the Monkey God
Silver 3: 1 Treasure, 200 coins and a Conquest Token
Gold 1: 1 Treasure, 225 coins and a Conquest Token
Gold 2: 1 Treasure and an Invisibilty Potion

DON'T PLACE OUT THE ?'S OR THE DIRECTION MARKERS UNTIL TOLD!
Water is leaking out of the Glyphs in the Explosive Pipes area, at the end of each Overlord turn place out water tokens adjacent to each glyph then at the end of the next turn place the water adjacent to each of the already existing water tokens keep doing this every turn. The water however, cannot go past rubble yet can pass under doors so place out The Saviour of Pain area at the start (don't place out the occupants however, until its opened. When you run out of Water use Mud then, Ice, Frost, Corrupt, Mist and then Lava (all of these have the effects water has not their original effects. If the Overlord plays such cards as Spiked Pit and Crushing Boulder once the water takes over the square then the tokens for these traps are removed even the rubble ones. If anyone gets caught in the water then they begin to drown (including monsters) and at the start of the Player or Overlords turn they must roll a power die for the person drowning if it is a surge then that monster/hero is dead if a Hero dies he goes to town as usual otherwise the Hero/monster is treading water and remains in the water and moves to the water tile adjacent to the surface if they aren't already there. A Hero/monster can go adjacent to the water that the Hero/monster is in and attempt to save them on an Enhancement the Hero is saved and placed three squares away from the water tile he/she was just in and that Hero/monsters turn ends. For the Hero/monster pulling their friend out of the water it costs merely a movement point if they fail to pull them out they can keep trying with a fatigue only until next turn were if the Hero/monster in the water is still alive he can try to use a movement again yet then again if that is again a fail then a fatigue can be used to have additional attempts (It costs one fatigue each additional go). Items such as chests and potions that are taken away by the water are removed from the board and never seen again that is until the next quest (Glyphs cannot be covered by the water!). Monsters who take up more than one square only start to drown when they are completely covered by water. Do not read out the Titan Troll area till the Heroes enter it via staircase (The Water cannot pass through the staircases).

Explosive Pipes

Two gleaming yellows are up ahead when suddenly five more sets appear then all at once they vanish lights flicker on, rune covered pipes suddenly explode, water starts flowing from them and skeletons and other such vile crawl out of cracks in the walls. If it isn't demons in the sewers of the city then it can't be much better.

Important: The Heroes start on a Glyph each.

The Savoiur of Pain

"Quick Saviour run, the Sewage Lords cannot be far away" a giant spider hisses at a Medusa fleeing for a set of spiral stairs.
Water from the pipes loudens as it gushes out at an even faster rate.

Important: When the door to this area is opened the water starts to move two squares at the end of each Overlord turn.
If the Bane Spider dies from the Heroes attacks then they recieve the Red Rune Key if it drowns they do not get it.

Titan Trolls

Three Trolls with skull belts, chain mail and gold encrusted shoes tower over the Heroes as they escape from the staircase. The Trolls names are Tad, Blad and Jad.

Important: The Trolls all have one additional health!
The Trolls Bash ability works the same as usual yet when they use five power dice all the dice become silver.
The Master Razorwing here is a Medusa and is not active until all the Trolls are dead.
Read when all the Trolls are dead: The Medusa who fled the water explosion earlier stands tall refusing to be intimidated. "Destroyers of the Amphitheater I believe you owe me around seven trillion Ostareliac pounds. I am King Radiskal I believe thanks are in order for killing my Queen Astarel, oh wait you didn't kill her thats write. Thanks for nothing and if you're here for the Ruby its not here SHAME it's in the palace so for future references don't listen to bards who are talking a load of trash. At least you aren't working for the Sewage Lords I mean I am really, really, really not in the mood for another set of those today."
The Heroes now control King Radiskal if you haven't noticed he's a bit of a nutter. He has the same stats as a normal Silver Level Master Medusa and if he dies the Heroes lose 4 Conquest Tokens and he goes back to the nearest active Glyph. He works as a Monster just under the Heroes control.
If the Heroes don't already have the Red Rune Key from the

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Spider they recieve it after the death of the Master Troll.

Mountain of Bones

"The Mountain of Bones of course I love this place it's were the Queen, God bless her set up an eternal guard for the sewers look here they come," Radiskal spoke as bones formed into undead soldiers.

Important: The ?'s here are actually Bone Heaps these are merely props and were creatures appear at the start four skeletons are there when they die four shades appear then four sorcerrors and finally a Chaos Beast.
Read when all the creatures are dead: "You actually killed them all by yourself, arrr to soon, now I remember I helped, I wonder what could be ahead who knows lets find out," Radiskal opens the next door and the room activates.

Captain Pythanus

A demon worthy of Karnishas standards is straight ahead. "Heroes, you may have killed me before yet believe me the plane of fire now serves me the Queen shall have her day."
"Pythanus is that you well I am simply beaming with joy to see you again I like what you've done to yourself is it a new haircut well whatever it is the Queen certainly put you on a hell lot of drugs," Radiskal yelled with sarcasm.

Important: The Demon here is Captain Pythanus he is the same a normal Gold Level Master Demon.
The Heroes from now on attack with silver level power dice!

The Sewage Lords

After being with the King for over three hours he had finally silenced himself when suddeny he whispered something in a hushed voice. "Heroes, the Sewage Lords are up ahead if you decide to ever do something clever with your lives this is the time to do it they are extremely smart, tough and short do not underestimate them.
"Your quite correct Radiskal," a voice boomed from on high.
"Thats Bok."
"Yes and I'm Bean."
"I'm Brain."
"I'm Bax."
"I'm Beep."
"And I'm Brawl!"

Important: The ?'s here are the Ritual Circle this is merely a prop for what happens later on.
To know which Kobold is which place artifacts underneath each one.
They are all of Silver Level. They don't have the swarm ability None of them have swarm yet they all hold the weapon or artifact that is under their figure.
The artifacts are:
Icetooth
Shield of the Dark Gods
Trueshot
Staff of Light
Soulbiter
Blade of Light

Read if the Heros kill all of the Kobolds: The last Kobold dies as suddenly the foundations give way as the King pushes all the Heroes onto a ritual circle which suddenly took off as if it were a magic carpet. Remove King Radiskal from the board.

Place the Ritual Circle in the Titan Trolls room were the ?'s are and the Heroes on top (it is moving towards the Direction marker). Remove the Rubble Tokens and if the doors to the Explosive Pipes room aren't open open them. Next remove all water that is in the Direction Squares and place those down instead then place out Rubble were the other ?'s are and place out Two Gold Level Master Skeletons on the first Island Two Gold Level Shades on the Second Island, Two Gold Level Master Sorcerors on the Third and on the last Island a Gold Level Master Hell Hound. The Magic Carpet moves like a boulder and on the Range of a Blue and a Yellow each turn. The Heroes cannot leave the Magic Carpet yet can change places with each other on it for a movement and can only attack those on the Island with range and magic and melee if adjacent (or if the have reach two squares away). The monsters cannot board the ritual circle.

Read if the Heroes run out of Conquest Tokens: Water crashes through a wall to the left and the Heroes are crushed in a mixture of rock, water and kobold. The Heroes lose.

Read when the Magic Carpet lands on the four starting glyphs: The Heroes land in the centre of the palace were Naslam is breaking down the gates with a battering ram with an army of death behind him. Queen Astarel stands watching over her destroyed kingdom Radiskal laughs loudly and Mad Hat Sting is nowhere to be found. The Heroes win!

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